storage location accessible to all the scenes of the animated content; and

selecting either the first or second version of the node based on the tag identifier for creating an animation file targeted to a particular type of target machine.

2. The method of claim **1**, wherein the tag identifier identifies the second version of the node as an alternative to the first version.

3. The method of claim **1**, wherein the tag identifier identifies a CPU power of the particular type of machine on which each version of the node is to be displayed.

4. The method of claim **1**, wherein the tag identifier identifies a type of audience to whom each version of the node is to be displayed.

5. The method of claim **1**, wherein the tag identifier identifies a media platform on which each version of the node is to be displayed.

6. A system for creating 3D animated content for multiple target machines from a single production process, the animated content including a plurality of scenes, each scene including a 3D object having a plurality of nodes, each node identifying a discrete piece of 3D geometry making up the 3D object, the system comprising:

means for creating a first version of one of the nodes of the 3D object identifying a first piece of 3D geometry data;

means for creating a second version of the node identifying a second piece of 3D geometry data;

means for tagging each version of the node as suitable for display in a particular type of machine;

means for storing the first and second versions of the node in a library model file, the library model file residing in a storage location accessible to all the scenes of the animated content; and

mean for selecting either the first or second version of the node based on the tag identifier for automatically creating an animation file targeted to a particular type of target machine.

7. The system of claim **6**, wherein the means for tagging includes means for tagging a second version of the node as an alternative to the first version.

8. The system of claim **6**, wherein the means for tagging includes means for tagging each version of the node with a CPU power of a machine on which the node is to be displayed.

9. The system of claim **6**, wherein the means for tagging includes means for tagging each version of the node with a type of audience to whom the node is to be displayed.

10. The method of claim **6**, wherein the means for tagging includes means for tagging each version of the node with a media platform on which each version of the node is to be displayed.

11. A system for creating 3D animated content for multiple target machines from a single production process, the animated content including a plurality of scenes, each scene including a 3D object having a plurality of nodes, each node identifying a discrete piece of 3D geometry making up the 3D object, the system comprising:

an animation module including an animation and modeling tool for creating a first version of a node of the 3D object identifying a first piece of 3D geometry data and a second version of the node identifying a second piece of 3D geometry data;

an interface software in communication with the animation and modeling tool programmed to provide to each version of the node a tag identifier, the tag identifier identifying each version of the node as suitable for display in a particular type of machine;

a mass storage device in communication with the animation module for storing the first and second versions of the node in a library model file, the library model file residing in a storage location accessible to all the scenes of the animated content; and

a production module in communication with the mass storage device for selecting either the first or second version of the node based on the tag identifier for automatically creating an animation file targeted to a particular type of target machine.

12. The system of claim **11**, wherein the tag identifier identifies the second version of the node as an alternative to the first version.

13. The system claim **11**, wherein the tag identifier identifies a CPU power of the particular type of machine on which each version of the node is to be displayed.

14. The system of claim **11** wherein the tag identifier identifies a type of audience to whom each version of the node is to be displayed.

15. The method of claim **11**, wherein the tag identifier identifies a media platform on which each version of the node is to be displayed.

16. A method for creating 3D animated content for multiple target machines, the method comprising:

creating a first set of nodes and a second set of nodes for a 3D object, each set of nodes including all geometry data needed for displaying the 3D object;

tagging the first set of nodes with a first identifier, the first identifier identifying a first attribute associated with the first set of nodes;

tagging the second set of nodes with a second identifier, the second identifier identifying a second attribute associated with the second set of nodes;

selecting either the first set of nodes or the second nodes based on a desired attribute;

distributing the selected set of nodes to a target device; and

displaying the 3D object at the target device using the selected set of nodes.

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